Aquitect's Defenses {1}{U}

Enchantment -- Aura

Flash
Enchant creature you control
When this Aura enters, enchanted creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Enchanted creature gets +1/+2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barbed Bloodletter {1}{B}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains wither until end of turn. (It deals damage to creatures in the form of -1/-1 counters.)
Equipped creature gets +1/+2.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bre of Clan Stoutarm {2}{R}{W}

Legendary Creature -- Giant Warrior

{1}{W}, {T}: Another target creature you control gains flying and lifelink until end of turn.
At the beginning of your end step, if you gained life this turn, exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost if the spell's mana value is less than or equal to the amount of life you gained this turn. Otherwise, put it into your hand.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burdened Stoneback {1}{W}

Creature -- Giant Warrior

This creature enters with two -1/-1 counters on it.
{1}{W}, Remove a counter from this creature: Target creature gains indestructible until end of turn. Activate only as a sorcery. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Spewer {2}{B/R}

Creature -- Goblin Warlock

When this creature enters, you may pay {2}. If you don't, blight 2. (To blight 2, put two -1/-1 counters on a creature you control.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chitinous Graspling {3}{G/U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Reach

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crib Swap {2}{W}

Kindred Instant -- Shapeshifter

Changeling (This card is every creature type.)
Exile target creature. Its controller creates a 1/1 colorless Shapeshifter creature token with changeling.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dose of Dawnglow {4}{B}

Instant

Return target creature card from your graveyard to the battlefield. Then if it isn't your main phase, blight 2. (Put two -1/-1 counters on a creature you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Darkiundsa - Unknown format (MOCS Showcase Open) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Eirdu, Carrier of Dawn

Card

[sideboard]

- - - OTHER FACE - - -

Eirdu, Carrier of Dawn

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elder Auntie (2)(R)

Creature -- Goblin Warlock

When this creature enters, create a 1/1 black and red Goblin creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elder Auntie (2)(R)

Creature -- Goblin Warlock

When this creature enters, create a 1/1 black and red Goblin creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explosive Prodigy (1)(R)

Creature -- Elemental Sorcerer

Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firdoch Core (3)

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firdoch Core (3)

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamekin Gildweaver (3)(R)

Creature -- Elemental Sorcerer

Trample
When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foraging Wickermaw (2)

Artifact Creature -- Scarecrow

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{1}: Add one mana of any color. This creature becomes that color until end of turn. Activate only once each turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Darkiundsa - Unknown format (MOCS Showcase Open) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Giantfall {1}{R}

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature an opponent controls.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glamer Gifter {1}{U}

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, choose up to one other target creature. Until end of turn, that creature has base power and toughness 4/4 and gains all creature types.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glamermite {2}{U}

Creature -- Faerie Rogue

Flash
Flying
When this creature enters, choose one --
* Tap target creature.
* Untap target creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glen Elendra's Answer {2}{U}{U}

Instant

This spell can't be countered.
Counter all spells your opponents control and all abilities your opponents control. Create a 1/1 blue and black Faerie creature token with flying for each spell and ability countered this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton {1}{R}

Creature -- Goblin Scout

{T}, Blight 1: Discard a card. If you do, draw a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton {1}{R}

Creature -- Goblin Scout

{T}, Blight 1: Discard a card. If you do, draw a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keep Out {1}{W}

Instant

Choose one --
* Keep Out deals 4 damage to target tapped creature.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kithkeeper {6}{W}

Creature -- Elemental

Vivid -- When this creature enters, create X 1/1 green and white Kithkin creature tokens, where X is the number of colors among permanents you control.
Tap three untapped creatures you control: This creature gets +3/+0 and gains flying until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kulrath Mystic (2)(U)

Creature -- Elemental Wizard

Whenever you cast a spell with mana value 4 or greater, this creature gets +2/+0 and gains vigilance until end of turn.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Mystic (2)(U)

Creature -- Elemental Wizard

Whenever you cast a spell with mana value 4 or greater, this creature gets +2/+0 and gains vigilance until end of turn.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Zealot (5)(R)

Creature -- Elemental Warrior

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.
Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liminal Hold (3)(W)

Enchantment

When this enchantment enters, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spiral into Solitude (1)(W)

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.
{1}{W}, Blight 1, Sacrifice this Aura: Exile enchanted creature. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squawkroaster (3)(R)

Creature -- Elemental

Double strike
Vivid -- Squawkroaster's power is equal to the number of colors among permanents you control.

[sideboard]

***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Darkiundsa - Unknown format (MOCS Showcase Open) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Summit Sentinel {1}{U}

Creature -- Elemental Soldier

When this creature dies, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sygg, Wanderwine Wisdom {1}{U}

Legendary Creature -- Merfolk Wizard

Sygg can't be blocked.
Whenever this creature enters or transforms into Sygg, Wanderwine Wisdom, target creature gains "Whenever this creature deals combat damage to a player or planeswalker, draw a card" until end of turn.
At the beginning of your first main phase, you may pay {W}. If you do, transform Sygg.

[sideboard]

2/2

- - - BACK FACE - - -

Sygg, Wanderbrine Shield

Legendary Creature -- Merfolk Rogue

Sygg can't be blocked.
Whenever this creature transforms into Sygg, Wanderbrine Shield, target creature you control gains protection from each color until your next turn.
At the beginning of your first main phase, you may pay {U}. If you do, transform Sygg.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thirst for Identity {2}{U}

Instant

Draw three cards. Then discard two cards unless you discard a creature card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thirst for Identity {2}{U}

Instant

Draw three cards. Then discard two cards unless you discard a creature card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinflame Travelers {2}{U}{R}

Creature -- Elemental Sorcerer

Flying
If a triggered ability of another Elemental you control triggers, it triggers an additional time.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinflame Travelers {2}{U}{R}

Creature -- Elemental Sorcerer

Flying
If a triggered ability of another Elemental you control triggers, it triggers an additional time.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwelcome Sprite {1}{U}

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, surveil 2. (Look at the top two cards of your library. You may put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Darkiundsa - Unknown format (MOCS Showcase Open) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Voracious Tome-Skimmer {U/B}{U/B}{U/B}

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, you may pay 1 life. If you do, draw a card.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Unraveling {U}{U}

Instant

As an additional cost to cast this spell, blight 2 or pay {1}. (To blight 2, put two -1/-1 counters on a creature you control.)
Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.